



# BETWEEN BYTES

THE JOURNAL OF THE JERSEY ATARI COMPUTER SOCIETY.

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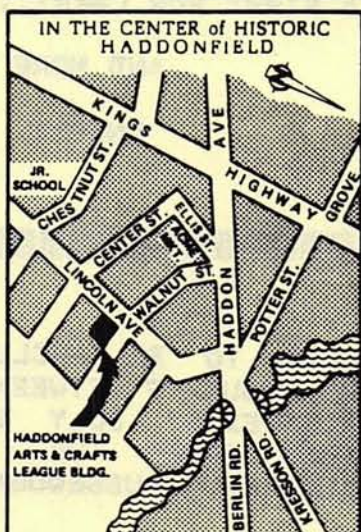
**NEXT MEETING  
WED, JULY 15,  
7:30 PM**

**KEN ADAMS TAKES  
ON "BRUCE LEE"  
BY DATASOFT**

**ATARI 8-BIT  
DISK FORMAT  
TUTORIAL BY  
KEN ADAMS**

**BOB PARADIS  
WITH SOME GAMES  
FOR THE ST**

**Q&A FORUM AND  
TECH CORNER**



**JACS MEETS THIRD WED.  
EACH MONTH**

## MEETING NOTES

KENNETH ADAMS, PROGRAM DIRECTOR

This month we start with some fun and games. You'll get to see one of my favorite games, "Bruce Lee" from DataSoft demoed by, guess who, me. Bruce Lee is a game which might be categorized as an arcade, action adventure game. Bruce Lee is based on the man, in other words it's a karate game that's filled with challenging characters and situations that you have to get out of in one piece.

Bruce Lee can be played by 1 or 2 players and you can either play against the computer or against an opponent. In the game there are two menacing characters, a black samurai and a sumo wrestler, that insist on attacking you throughout the game. If you choose to play against an opponent, the sumo wrestler is controlled by another person, who gets to attack you as you play the game. This can make enemies of a friend so you have to be careful.

This month in our "Tech Corner", I'll give you a little insight into the workings of the Atari 8-bit with "The Atari Disk Format, a TakeApart". I'll show you how the information on a disk is organized and how to view and change the information on the disk. This can help you do things like modify

(cont. on page 6)









## A NOTE FROM THE PRESIDENT

Well, this is my last column as President of JACS. I want to thank all those members who devoted their time and effort towards improving our organization. The officers and chairmen of JACS all deserve a pat on the back for all the work they've devoted to the club.

The executives of JACS all have one goal in common, they want JACS to be the best. They spend time talking about future events, guest speakers, fund raising ideas, and ideas on improving the organization. They are a very loyal and devoted group of Atari fanatics.

Ken Adams sets-up the equipment and arranges the demonstrations for each meeting.

Jim Woolf keeps track of all the clubs finances and arranges them for easy reference.

Pat Close keeps close track of what went on each meeting.

Bob Whipple eats and sleeps JACS.

Doug McIlhenny puts together a fine newsletter each month, as well as thinking of ways to improve it.

Jon Rodman has kept all the JACS members addresses and information since JACS was formed.

Dan Boris has diligently sorted out and cataloged the reference library.

Curt Fickenscher has constantly improved the BBS while keeping it working like a champ.

All the executives of JACS work so hard because they want the club to be the best. But they need YOUR support also, to keep the club moving forward.

During the past year as President, I've been amazed at the lack of interest in the club among the general membership. Aside from a handful of members, the majority of the membership has done nothing except attend the meetings and pick up an occasional disk of the month. Doug McIlhenny has called me a few times after the newsletter deadline has passed, informing me that not a SINGLE person has written an article for the newsletter. On those occasions I would sit down and write an article or two just to fill out the nesletter. The club should not have to work this way. If each member would do just 1 small thing for the club (an article or a demonstration) for the upcoming year, the entire membership would enjoy much more interesting meetings and newsletters. Let's all pitch in a little more in the next membership year, and volunteer to do something productive for the club.

In closing, I would like to thank everyone who has offered to make JACS a little better in the past year. I hope this "Thank you" column includes YOUR name in it the end of next year.

Your President,

*Forrest Blood*

Forrest Blood





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## June Meeting Minutes by Forrest Blood

The meeting was called to order at 7:45 pm. The President informed the membership of Atari's exhibit at the CES show in May. The main attraction at Atari's exhibit was a Cessna airplane (the REAL thing) with a group of 130XE systems playing subLOGIC's Flight Simulator II clustered around it. In fact, only currently available XL/XE hardware and software was shown at the exhibit. No mention was made of the XEP-80 80 column video box, nor any ST hardware or software. No Mega ST's, laser printers, PC clones or even the rumored TT computer were available. At least one reporter at the show speculated that Atari must have a large inventory of XL/XE hardware that they wanted to get rid of, to make room for additional ST and PC hardware.

Ken Adams warned potential buyers of PC clones and upgrade cards to be wary of off-brand hardware which is sold at computer fairs. Apparently there are a few groups of people who sell these poorly designed or non-functioning equipment to unsuspecting consumers at unbelievably low prices. If the price is too good to be true, then it's probably a piece of junk.

JACS received a group discount offer from Diverse Data Products from Miami, Florida. If you're interested in upgrading your 520ST to 1 megabyte easily (only 3 wires to solder) or are thinking about purchasing a double sided, dual disk drive for your ST, then bring your checkbook to the next regular meeting.

Nominations were then taken for the elected offices of JACS. The slate of officers nominated is as follows:

President: Ian Sklodowski  
XL/XE Vice President: open  
ST Vice President: open  
Secretary: Debbie Collarin  
Treasurer: Forrest Blood

[Additional nominations for the above positions will remain open until the start of the regular July meeting. All interested members are urged to contact the current President as soon as possible.]

The following Chairmen agreed to continue their present positions:

Membership: Jon Rodman  
Advertising: Kevin Babcock  
Disk Librarians: Frank Staiano  
Fred Pomeroy  
ST Coordinator: Bob Whipple  
JACS BBS Sysop: Curt Fickenscher  
Newsletter Editor: Doug McIlhenny

We have a new Reference Librarian in the person of Joe Verble. Brian Colflesh has agreed to take over as ST Potpourri Editor, as well as sponsoring the JACS II section on his IRS BBS.

The trial ST meeting at the Camden County Library worked out quite well in June, with approximately 25 people attending. The current room will hold 75 people, so you're encouraged to attend the July meeting to be held on Tuesday, July 21. Since the club decided to hold two trial ST meetings on the third Tuesday of June and July, the final decision on whether or not to continue these meetings will be postponed until the regular August meeting. Either way, there will be no separate ST meeting

(cont. on page 6)



(cont. from page 5)

on the third Tuesday in August because it falls on the day before the regular meeting. This will give the site committee more time to look for additional locations, and will allow the newly elected officers to have some input on the final decision.

Ken Adams and myself showed the membership the similarities and differences in the 8-bit and ST versions of subLOGIC's Flight Simulator II. The 8-bit version seems to be upwardly compatible with the ST version. Both versions feature a single-engine prop, the Cessna 181 or 182, while the ST version adds a Gates Learjet 250. What's unusual is you can pop into the Learjet mode anytime, even if you took off in the Cessna! The ST version also adds multiple windows which are updated in real time, multiple views, and a multi-player option which lets you interact with another ST or even an Amiga!

The ST version of FSII (version 1.1) is not copy-protected, so you can run the program from a hard disk without any problems. If you own a 1040ST or an upgraded 520ST with 1 megabyte of memory, you can even run the program from a RAM disk! Version 1.1 can be used with either a mouse or a joystick, and offers support for both monochrome and color systems. The 8-bit version of FSII is copy-protected, so you can't run it from a RAM disk. Additional features are available if you run the program on an XL or XE computer. Both versions of FSII can be enhanced with additional Scenery Disks, to provide additional data on areas other than the 5 geographic locations which accompany the original programs.

We had our usual break at 9:00 pm and resumed at 9:15 pm.

Curt Fickenscher gave us all a tour of Racing Destruction Set, an 8-bit game from Electronic Arts. With the aid of another player, he guided us through all the features of this interesting game. This is NOT a game which you'll beat after the first few tries - one mistake on the track and you're out of the race!

Ken Adams finally gave the membership a chance to see how Textpro, a public domain word processor for the 8-bits performed. Compatibility with just about any DOS, including SpartaDos's time/date stamps and sub-directories, and alternate character sets are major features of this outstanding program.

The door prize, Castle Wolfstein for the 8-bit, was won by Steve Gelfand. Our Treasurer, Jim Woolf, once again won the 50/50 drawing of \$20. The meeting adjourned around 10:00 pm.



#### Meeting Notes (cont. from Front Cover)

and repair your directories, undelete files, create special boot disks and fix disk I/O errors like 164 - File Number Mismatch, which for those who haven't run across it, is an error that means the data on the disk has been severely damaged.

Also, to amaze and delight, Bob Paradis will join us again to show off some mind blowing games on the Atari ST. He has a couple of graphic action adventures that combine the excellent graphics and sound capabilities of the ST into a game that constantly requires you to lift your chin up off the floor. I hear one of them even talks.



# ST MEETING MINUTES by Bob Whipple

The ST meeting was called to order by yours truly at 7:05 PM. on June 16th 1987. Since this was really a trial ST "gathering" no club business was discussed. Twenty JACS members & guests attended.

The first demo was "VIP Professional" presented by Jon Rodman. Jon explained how he uses VIP at home to help him with his job. Jon works for a local importer and manufacturer of pre-school toys and has used VIP for over a year. He showed us how block moves, copying rows & graphs are done, and pointed out how much VIP & LOTUS 123 are alike. He also answered some questions on VIP. We were hoping to see "VIP GEM" but, Jon was still waiting for it to arrive. He has informed me that he did receive "VIP GEM" since the meeting, and it was worth the wait.

JACS very first president, Bob Cramer, was up at bat next with "ST HARBALL". Bob went through this game like he has been playing it since he got it. Probably has... He batted, pitched, played outfield, briefly went over the stats of some players. Good job Bob.

Bob also showed us "GFL CHAMPIONSHIP FOOTBALL" and went over all the main points of the game. Knowing the different plays helps, right Bob??! Thanks for the DOUBLE HEADER.

I did a short demo of "ST ALADDIN" the electronic magazine. I briefly explained the 8-bit version I demoed at a JACS meeting last year. The "ST" version is pretty much the same but, the graphics are 100% better. I also demoed some public domain digitized songs. We took a short break at this time.

Jim Cummings was scheduled to show us "K-SWITCH", but was called out of town at the last minute. A NEW JACS MEMBER, Don Johnson, filled in and gave a demo of "BALANCE OF POWER". This program was written by Chris Crawford. He wrote "EASTERN FRONT 1941" for the 8-bit machine. This game, if you want to call it that, simulates current world happenings, like nations selling arms to 3rd world countries. When these transactions are completed a GEM window can be dropped and reactions from other countries are read in a newspaper type format. You guessed it, the major countries are the United States and Russia. Don has only been with JACS for a few months and he did a real good demonstration. He proves once again that anyone, even newcomers to JACS, can give GREAT presentations. The ST "gathering" was adjourned at 8:55 PM.

PS. The ST POTPOURRI sure could use a full length review of the "BALANCE OF POWER" in ST WRITER FORMAT. (hint, hint.)



## THANK YOU

We sincerely thank the following contributors for the articles included in BETWEEN BYTES this month:

Forrest Blood, Larry Nocella, Brian Colflesh, Matt Dranchak, Bob Whipple, Ken Adams, and Jon Rodman.

The persons mentioned above will be receiving a free Disk of the Month to thank them for their contribution.



## GOLDEN OLDIES REVIEW

by M.A.Dranchak

"Golden Oldies", published by Software Country of Beverly Hills, CA is actually four games. Vol. 1 of what promises to be an interesting series contains "Adventure", "Eliza", "Life", and "Pong". The package consists of a booklet and a disk. Both sides of the disk are used. The games require 48K of RAM to run on the Atari 800, 800XL, 1200XL, 130XE(8 bit). The first joystick in use goes into Joystick Port #2 and the second joystick goes into Joystick Port #1.

Upon boot up you get a menu asking "Using", "A Television" or "A Monitor"? After choosing one (via the arrow keys to move the highlighting) and pressing return, up pops a title screen. Pressing return presents the selection screen. Moving the highlighted bar to your selection and pressing the return key starts the loading of your selected program. simply follow the instructions after that. Below are descriptions of the individual programs.

## ADVENTURE

XYZZY. Anyone who has played this game knows how the above string of letters is used during the game.

Adventure is a word game in that it presents a scenic description or situation to you and you respond to the situation as you try to safely get all the treasure in the underground caves and get back to the starting place. This game was one of the first text games written for the computer and is available for almost all personal computers.

The game starts at a small brick building in a forest with a small stream flowing out of the building. You can type in your instruction for what you want to do like "GO IN". You will then be presented with additional information about your surroundings, any objects in view, or to threats of enemies or adversaries etc. Once you get into the building you are presented with a description of what you see. You must now enter The Colossal Cave. Once inside the cave, you move around by typing in a compass direction, "N" for North or "SE" for SouthEast etc. Each of these instructions must be followed by a return.

An interesting excerpt from "Soul of a New Machine" by John Tracy Kidder is included in the instruction booklet plus some notes by Steven Levy about "Adventure". The booklet also has blank pages for notes or for drawing maps of the caves as you play the game.

Once you start be prepared to spend a number of hours playing. You can quit if you desire or 'suspend' play, or even 'save' where you are and come back later and take up where you left off.

I found the game very interesting years ago when I first got it for my CPM computer and this Atari version is just as enticing.

## ELIZA

Ever think that a computer can hold a conversation with a person?

People talk about Artificial Intelligence (AI) in computer applications. Eliza is a program which appears to have AI. The computer will respond to statements you type in. It will scan for statement for key words and simple



ynactic patterns and reply. She can recognize when she is being addressed and responds as directed from within the program.

Some people can get very involved in pursuing a subject and Eliza will happily oblige by commenting or asking questions to continue the session.

When you select "Consult" from the Eliza option menu, Eliza greets you and you respond in complete English (no foreign language here) sentences. Press the return key after each of your entries. Say goodbye when you are finished. You can save your conversation by saying yes when the 'SAVE' prompt appears on your screen.

I found Eliza somewhat repetitious in the form of her responses. Sentence structure and wording play an important role in the manner of her responses. A person with little or no experience with computers might find Eliza fascinating, but remember, Eliza is not a 'computing psychiatrist' and is not intended as such.

### LIFE

On page 23 in the Golden Oldies booklet there is an excerpt from "Hackers, Heroes of the Computer Revolution" by Steven Levy. I won't try to excerpt the excerpt here as it is much too long. However, it does give insight into how a program such as "LIFE" can come into existence.

Life is essentially a non-game program, that is, only a minimum of user interaction is needed. Some of the interactive features are: choosing a random generated population to start, entering your own population, entering a seed for

generating a population, etc. Once started the game proceeds based on the following rules:

Each square cell has eight neighboring cells. It adjoins four cells on its edges and touches four more at its corners. During each moment in time, the computer counts the number of neighboring cells that are on for each and every cell.

If for a given cell the number of on neighbors is exactly two, that cell maintains its status quo into the next generation. (if it is on it stays on, if off, it stays off)

If the number of neighbors is exactly three, the cell will be on in the next generation. This is so regardless of the cells present state.

If the number of neighbors is zero, one, four, five, six, seven or eight, the cell will be off in the next generation.

There are no other rules. You can freeze a frame by pressing "F". Pressing "C" will toggle the color mode on or off. The ESCAPE key will return you to the most recent menu. "E" will return you to the edit mode where you can modify the present screen. "S" will allow you to store what ever is on your screen using any name you choose.

Sometimes I found it enjoyable to just sit and watch the patterns and colors that result from various initial cell patterns. I think that some children would be fascinated by the changing of the pattern displays. There are two resolution modes, (H)igh and (L)ow. The high mode puts more cells on the screen than can be displayed in the low mode.

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## PONG

Here it is, the original PONG game that started ATARI. There are two versions on the disk, the original game as sold in cartridge form and played on video game screens and that played on your Atari game machine and TV's at home. A second version on the disk allows two players and you can select a difficulty level (ball speed). You can also use the keyboard to control the direction of motion of the paddles. I never did play the original PONG on a TV or in a video game arena so to me this was something new.

If you are playing any of the games on the Golden Oldies disk at work and the BOSS happens by, don't panic, just press CONTROL P and lo and behold you are right at work on that spread sheet.

New and old computer buffs who don't own a copy of the classic games described above should definitely consider purchasing this program.

## A REMINDER

THE ST MEETING AT THE CAMDEN COUNTY LIBRARY WILL NOT BE HELD ON THE TUESDAY BEFORE THE REGULAR MEETING. IT WILL BE HELD ON JULY 21, THE TUESDAY AFTER THE REGULAR MEETING. SEE THE BACK COVER FOR TIMES AND DIRECTIONS TO THE LIBRARY.

## ANOTHER ONE

DON'T FORGET THAT ELECTIONS WILL BE HELD FOR THE OFFICERS OF JACS AT THE JULY 15, MEETING. THIS IS YOUR OPPORTUNITY TO LET YOUR VOICE BE HEARD.

## MEMBERSHIP NOTES

by Jon Rodman

Special thanks to the following people who renewed their JACS memberships during June:

Mike Auleta	Doug McIlhenny
M. & B. Colflesh	Bob Pierce
Debbie Collarin	Seth Rosen
Matt Dranchak	Larry Schliessman
Adolfo Eleazar	Ian Sklodowski
Irv Feinberg	Joe Verble
Curt Fickenscher	Charles Wilson
Bob Geayer	Jim Woolf
Irv Givin	James Zarenkiewicz

Don't forget to renew this month if you haven't done so yet. We'll be giving away a FREE year's disks - of - the - month to one prize winner who renews during June or July. If you can't make it to the July meeting, send your check for \$22 to JACS c/o Jon Rodman, 42 Trout Way, Medford Lakes, NJ 08055. If you renew by mail, be sure to include any updates to your equipment you might have made in the last year.

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**GULP!!**  
**& ARROW GRAPHICS**  
 by Brian Colflesh

Before I begin this review, I would like to take the opportunity to tell you that I did not choose this program. Whoever donated this program is to be commended, although not too much on his choice; it's the thought that counts, though.

Gulp!! is from EduFun!, and is one in a series of MathFun! games. Without trying to appear lofty, I must admit that reviewing one and two digit addition and multiplication is a little bit behind geometry. Please keep this in mind if planning to buy this for a younger child.

Gulp!! places you underwater with a sunken ship and some grass, where a big fish is chasing a little fish. Unfortunately, you are the little fish. To make the little fish go faster, you must solve addition and multiplication drills. Once you have completed that stage successfully, you are turned into a fishhook to catch numbers. The object here is simply to catch as many numbers as you can before hooking a shark. You may get a better idea of the game's aim by reading this excerpt from the manual:

Don't let the big fish gobble up the little fish! Answer 20 problems correctly as fast as you can. Otherwise, the big fish will feast on your mistakes! The little fish keeps his lead as long as you correctly answer the problems. Wrong answers and slow responses speed up the big fish.

Faster! Faster! Faster!  
 If you save the little fish,

you get to play a BONUS game! You must be a super fisherman and hook as many NUMBERS as you can before the great, white shark eats you (the hook) or all the numbers.

In the BONUS game, you control the hook using the keys with the arrows on them. When you hook a number, you must bring it to the surface (top of the screen). You will score 100 times the value of each number you hook. If you have chosen the harder level and faster speed, your numbers will be greater.

Good luck!

The instructions seem slightly confused. Sometimes it seems it is talking to a pet ("you get to play a BONUS game!"), while other times it sounds much more advanced (How many times have you told someone to "continue to correctly answer the problems"?).

The instructions also suggests competing with your children, or making flash cards. Parents are not often on the same skill level as their children, and I, for one, do not need to buy a computer program to be told to make flash cards.

Arrow Graphics seems to be on the same level as a recording on the flip side of a 45. In this game, you are presented with a pattern. It is made "using a 3-move command repeated 4 times. A move is a direction and a specific number of spaces." Your mission, should you choose to accept it, is to determine the command. One pattern might be "R4R4R7." Basically, all you need to do is decide whether the line branches left or right, then count the number of spaces it goes until the next branch.

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(cont. from page 11)

This package also has a data manager for the scores it keeps. Unfortunately, when I tried to clear the Gulp scoreboard, I crashed the program.

This program is of limited use to it's intended users, young children. It might be worth it if you can get it on a closeout sale.

### *A Note From the Editor...*

JACS next meeting promises to be a very important one for the future of JACS. The vote for the elected Officers of JACS will be held during our July meeting. It is VITAL that YOU become a part of the decision making process. The first step in doing that is to attend the July meeting and elect those candidates which you feel will represent JACS best.

There are many things that the Executive Committee must decide upon in the upcoming months. New meeting site proposals, new bylaws, and new fund raising activities are just a few of the issues that we will face in the next few months. If you have some opinions or ideas on these and other issues, then your voice should be heard!

During the July meeting, there were no nominations for ST or 8-bit Vice President. Those two jobs are very important. It is the Vice Presidents job to set up the meeting site for the meeting. It is also their job to arrange guest speakers and exhibitors. This is what most of you come to the meeting for! I urge you that if you know of anyone that would be interested in one of these positions, or if you are interested yourself, to please contact Forrest before the next meeting. See you next Wednesday.

Doug

### \*\*\* The Programming Zone \*\*\*

#### > FIRST OPINION <

by: Larry Nocella

I'm a "computer hobbyist". I use computers for the same reason people build models or collect stamps. They find it rewarding and entertaining. I, in my two years of writing for JACS, have never stated an opinion on the way things are - except my one or two reviews of products - but I think I will now. I really don't care too much on what Atari does, I've got my trusty 8-bit and I've had it for 4+ years and have yet to tire of it. People freak out when they're company nears bankruptcy or a new model comes out. I write for JACS to share my computing adventures and I get a kick out of seeing my name in print.

What all this is leading to is the fuss over 8-bit vs. ST and such. Almost every issue in Analog or Antic I see someone complaining about the other type of computer or whatever. I've used an ST and still prefer 8-bit. Since I couldn't care less for the business end of things, this talk in magazines frustrates me as I think: "Now there's good printing space that could've gone to a new technique..." or something along those lines. As a matter of fact - I got so sick of the JACS meetings where the officers would ask for articles (somewhat like televangelists ask for money), I thought: "What a waste." So I started writing for BETWEEN BYTES with the idea: "Print this article and shut up!" I like to think that I have added to the newsletter over the time. (By the way, I ended up liking writing and sold two programs to Analog! Not to mention the public domain ones Antic reprint.) So my idea is: write for BETWEEN BYTES so we can use the expensive



aper for computing information and not begging. You don't even have to write - send a POKE or program or anecdote or quote of wisdom to the editor - it can be anonymous, and let Doug worry about printing it. (This is odd, asking for no begging and doing it myself, but I'll only do it this once.)

I have an 8-bit, I like it. I borrowed the ST from JACS and found it "less fun" than my 8-bit. I don't care what Atari does with itself - as long as there is service (if my faithful 8-bit ever breaks down) and a few people to trade computer adventures with exist. What would happen if today, all 8-bits disappeared from the shelves and Atari stopped making them, but they were left in the homes? The answer is that we'd still have Analog and Antic and JACS and people who write great Public Domain stuff like the Xanth demos, Turbo Basic, and TextPro. Find high quality stuff at those costs on an ST, huh? But I don't want a war like I saw in Analog's pages - on which machine was superior. I just want to say that each machine has advantages and disadvantages. There's no need to draw your guns, or waste magazine/newsletter space. I understand that business is necessary, but let's not let it take over what these clubs and publications are for, and that's Atari computers and their user's in case anyone forgot.

There. I don't like giving my opinion too much because in this case it doesn't matter that much to me. If all Ataris poofed off Earth but mine, you'd still find me up at odd hours tinkering or exploring. Now that that's said and done I doubt if I'll ever write an article like this again.

So as not to "waste space with complaints", below is a BASIC

program that will randomize numbers in a certain range. The line with the RND statement in it is the heart of the program. I got the formula from the (gasp!) Commodore users manual that I was glancing at at a friend's house. G'day, mates!

```

=====
10 REM === RANDOM LIMITS ===
20 REM === BY: LARRY N ===
30 ? CHR$(125):? :? "RANDOM NUMBERS IN
   BOUNDARIES"
40 ? :? "Enter low limit":INPUT #16
   .LOLIM
50 ? :? "Enter high limit":INPUT #16
   .UPLIM
60 NUM=INT(LOLIM+(UPLIM-LOLIM+1)*RND(1
   ))
70 ? NUM:GOTO 60
=====

```

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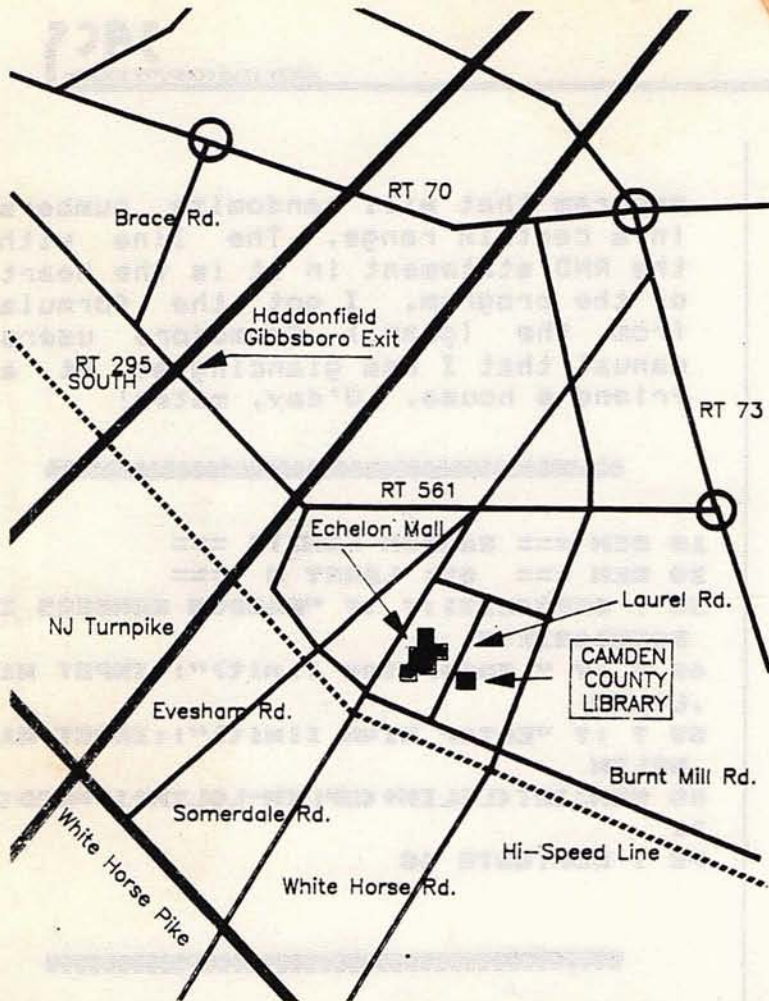
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# ATTENTION ATARI ST OWNERS

THE  
JERSEY ATARI COMPUTER SOCIETY

PRESENTS  
2 ST METTINGS

TUES. JUNE 16  
&  
TUES. JULY 21

AT THE

CAMDEN COUNTY LIBRARY  
ECHELON URBAN COMPLEX  
(ACROSS FROM THE ECHELON MALL)  
LAUREL RD. VOORHEES, N.J. 08045  
IN THE  
PUBLIC MEETING ROOM 3RD FLOOR  
6:45PM TO 9:00PM

MALL PARKING AVAILABLE

Members Note: Please patronize our advertisers & mention JACS while you are there.

## JACS

JERSEY ATARI COMPUTER SOCIETY

P.O. Box 710  
Clementon, NJ 08021



### FIRST CLASS MAIL

San Leandro Computer Club  
for Atari Microcomputers  
PO Box 1525  
San Leandro, CA 94577

